Game Collection

User’s Manual

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System Requirements

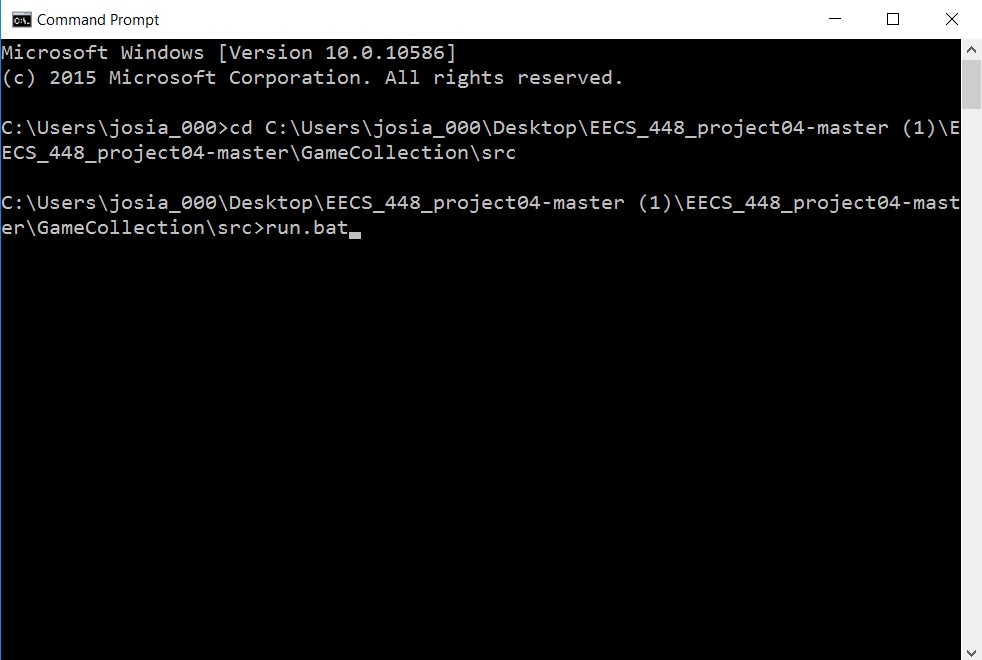
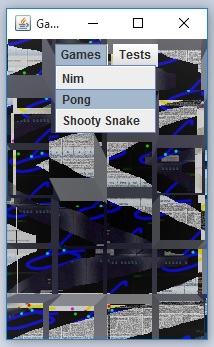
Computer running 64 bit Windows or Linux operating system

Java development kit

Latest version of Java

Getting Started

(Instructions for Linux are given in parentheses)

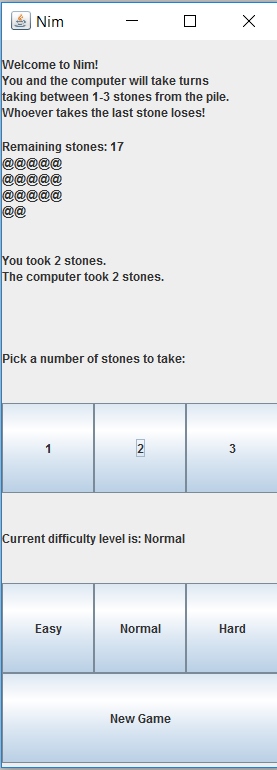
1. Open command prompt and change the current directory to “GameCollection/src” using the “cd” command and either copying and pasting the path or typing it directly. (For Linux, use terminal)
2. Enter the command “run.bat” to start the program. (For Linux, enter “bash run.sh”)  
   
3. A window will pop up; this is the main menu.
4. To play a game, simply select it from the drop-down menu.
5. Note: Selecting an option from the Tests drop-down menu will run tests that output their data in the console.

NIM

Nim is a turn based, 2 player game in which you compete against the computer. The game consists of 2 players (you and the computer) and a pile of stones. You and the computer alternate turns, taking between 1 and 3 (inclusive) stones away from the stone pile; whoever takes the last stone loses.

From the top to the bottom of the window, the components are as follows:

1. Instructions and rules of the game.
2. Stone pile showing the number of remaining stones. (Every new game starts with a random number of stones between 21 and 25, inclusive)
3. A panel showing the last 2 moves made during the game.
4. Buttons to make your choice of how many stones to take on your turn.
5. Current difficulty level and buttons to change the difficulty at any time.
6. Button to start a new game.



(1)

(2)

(3)

(4)

(5)

(6)

PONG

Your favorite 1970’s game has gone to outer space! Pong is a 2 player motion game in which you compete against the computer. The game consists of 2 paddles (you and the computer), a ball, and lives at the top to keep track of score. You and the computer control your respective paddles in an attempt to reflect the ball back at each other. Players lose a life when the ball passes behind their paddle. Last paddle standing wins!

Click the new game button to start a new game.

Move your paddle with the keys A (left) and S (right).

\*Please note that CapsLock must be turned off\*

There is a slight delay after each point to help you recover.

Be careful, the longer the game goes on, the smarter the computer gets!

From the top to the bottom of the window, the components are as follows:

1. Button to start a new game.
2. Lives, 5 for each player. Your lives are on the right. The player who loses all of their lives first loses.
3. Computer paddle.
4. The ball.
5. Player paddle.



(1)

(2)

(3)

(4)

(5)

Once a player loses all five lives, a message displayed at the top if you win or lose:





After you see this message, if you would like to play again, click new game. Otherwise, click the x to close the game.

SHOOTY SNAKE

Shooty snake is a 1 player motion and shooting game in which you play as a spherical astronaut, battling against ball-snakes. Fight, and attempt to survive as long as you can; but be careful, you only have 3 lives!

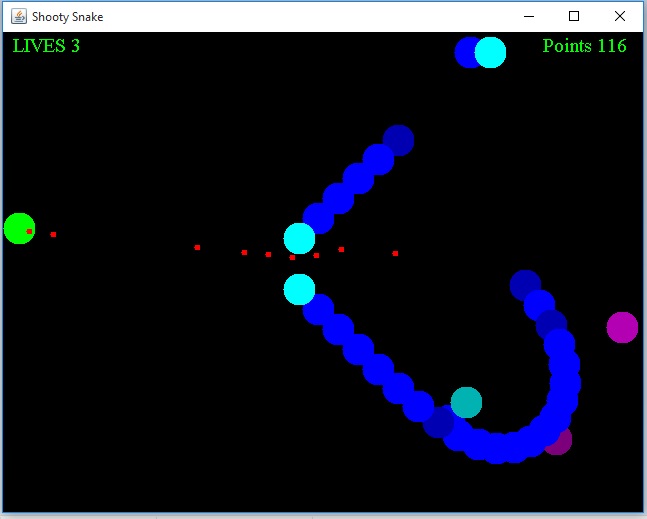
Move around with the WASD keys or the arrow keys.

Aim with the mouse.

Shoot with the left mouse button or the space bar.

From the top to the bottom of the window, the components are as follows:

1. Number of lives remaining and your current point total.
2. The green circle is you, the viper-slaying astronaut.
3. The red dots are your shots.
4. The linked blue circles are the snakes. The cyan circles are the heads of the snake, worth 3 points, whereas the magenta enemies are Lone Wolves, worth a whopping 4!



(1)

(2 & 3)

(4)

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The "System Libraries" of an executable work include anything, other

than the work as a whole, that (a) is included in the normal form of

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The "Corresponding Source" for a work in object code form means all

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the work, and the source code for shared libraries and dynamically

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You may convey a covered work in object code form under the terms

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machine-readable Corresponding Source under the terms of this License,

in one of these ways:

a) Convey the object code in, or embodied in, a physical product

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Corresponding Source fixed on a durable physical medium

customarily used for software interchange.

b) Convey the object code in, or embodied in, a physical product

(including a physical distribution medium), accompanied by a

written offer, valid for at least three years and valid for as

long as you offer spare parts or customer support for that product

model, to give anyone who possesses the object code either (1) a

copy of the Corresponding Source for all the software in the

product that is covered by this License, on a durable physical

medium customarily used for software interchange, for a price no

more than your reasonable cost of physically performing this

conveying of source, or (2) access to copy the

Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the

written offer to provide the Corresponding Source. This

alternative is allowed only occasionally and noncommercially, and

only if you received the object code with such an offer, in accord

with subsection 6b.

d) Convey the object code by offering access from a designated

place (gratis or for a charge), and offer equivalent access to the

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further charge. You need not require recipients to copy the

Corresponding Source along with the object code. If the place to

copy the object code is a network server, the Corresponding Source

may be on a different server (operated by you or a third party)

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Corresponding Source. Regardless of what server hosts the

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available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided

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